

AMENDMENTS

Please amend the application as follows:

In the Claims:

Please substitute the following clean copy text for the pending claims of the same number.

Subject

B1

1. (Once Amended) A graphical display system, comprising:

a first graphics pipeline configured to receive graphical data transmitted from a graphics application and to render said graphical data received by said first graphics pipeline;

a second graphics pipeline configured to receive graphical data transmitted from said graphics application and to render said graphical data received by said second graphics pipeline;

a display device configured to display an image; and

a compositor configured to receive said graphical data rendered by said first graphics pipeline and said graphical data rendered by said second graphics pipeline, said compositor further configured to interface said graphical received by said compositor with said display device, wherein said image is based on said graphical data rendered by said first graphics pipeline and said graphical data rendered by said second graphics pipeline.

9 (Once Amended) The system of claim 1, wherein:

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said first graphics pipeline is configured to receive an input identifying a first coordinate range, said first graphics pipeline configured to discard, based on said first coordinate range, a first portion of said graphical data transmitted from said graphics application, said first portion associated with coordinate values outside of said first coordinate range; and

said second graphics pipeline is configured to receive an input identifying a second coordinate range, said second graphics pipeline configured to discard, based on said second coordinate range, a second portion of said graphical data transmitted from said graphics application, said second portion associated with coordinate values outside of said second coordinate range.

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12. (Once Amended) The system of claim 1, wherein said graphics application is configured to produce graphical data that defines an object within said image, wherein said graphical data rendered by said first graphics pipeline defines a first portion of said object and wherein said graphical data rendered by said second graphics pipeline defines a second portion of said object.

15. (Once Amended) A graphical display system, comprising:

a first pipeline means for receiving graphical data transmitted from a graphics application and for rendering said graphical data received by said first pipeline means;

a second pipeline means for receiving graphical data transmitted from said graphics application and for rendering said graphical data received by said second pipeline means;

a means for displaying an image; and

a compositing means for receiving said graphical data rendered by said first pipeline means and said second pipeline means and for interfacing said graphical data received by said compositing means with said displaying means, wherein said image is based on said graphical data rendered by said first pipeline means and said graphical data rendered by said second pipeline means.

18. (Once Amended) A graphical display system, comprising:

a first graphics pipeline configured to render a first portion of graphical data included in a graphical command;

a second graphics pipeline configured to render a second portion of graphical data included in said graphical command;

a display device configured to display an image; and

a compositor configured to receive said first and second graphical data portions from said first and second graphics pipelines and to interface said first and second graphical data portions with said display device,

wherein a first portion of said image is based on said first graphical data portion and a second portion of said image is based on said second graphical data portion, and wherein said

35 first and second graphics pipelines render said first and second graphical data portions in parallel.

21. (Once Amended) A method for displaying graphical images, comprising:
receiving a graphical command, said graphical command including graphical data;
rendering, in parallel, a first portion of said graphical data via a first graphical pipeline
and a second portion of said graphical data via a second graphical pipeline;
interfacing first and second rendered portions with a display device; and
displaying, via said display device, an image based on said first and second portions of
graphical data.

22. (Once Amended) The method of claim 21, wherein said interfacing comprises
processing said first and second rendered portions to form a set of graphical data, and wherein
said processing comprises enabling said display device to scan said set of graphical data.

23. (Once Amended) The method of claim 21, further comprising:
receiving an input from a user; and
selectively super-sampling one of said portions of said graphical data based on said
input.

24. (Once Amended) The method of claim 21, further comprising:
receiving an input from a user; and
selectively discarding one of said portions of said graphical data based on said input.

25. (Once Amended) The method of claim 21, further comprising:
super-sampling said first portion of said graphical data via said first graphical pipeline;
super-sampling said second portion of said graphical data via said second graphical
pipeline; and
calculating data values included within said graphical data stored in said frame buffer
based on said super-sampled portions of said graphical data.

26. (Once Amended) The method of claim 21, further comprising:
combining said first portion with said second portion to form said graphical data stored
in said frame buffer.

27. (Once Amended) The method of claim 21, further comprising:
receiving a plurality of graphical commands at a third graphical pipeline;
determining which of said plurality of graphical commands include three-dimensional
graphical data;
transmitting from said third graphical pipeline to other graphical pipelines each of said
plurality of graphical commands determined to include three-dimensional graphical data;
rendering two-dimensional data from each of the remaining graphical commands via
said third graphical pipeline; and
interfacing said two-dimensional with said display device,
wherein said image displayed in said displaying is based on said two-dimensional data
stored in said frame buffer, and wherein said first and second graphics pipelines are included in
said other graphical pipelines.

28. (Once Amended) The method of claim 27, wherein said first portion is included in one of said plurality of commands transmitted in said transmitting.

29. (Once Amended) The method of claim 21, further comprising:

identifying a first coordinate range;

identifying a second coordinate range;

discarding, via said first graphical pipeline and based on said first coordinate range, said second portion of said graphical data, said second portion associated with coordinate values outside of said first coordinate range; and

discarding, via said second graphical pipeline and based on said second coordinate range, said first portion of said graphical data, said first portion associated with coordinate values outside of said second coordinate range.

30. (Once Amended) The method of claim 29, further comprising:

super-sampling said first portion of said graphical data via said first graphical pipeline;

super-sampling said second portion of said graphical data via said second graphical pipeline; and

calculating data values included within said graphical data stored in said frame buffer based on said super-sampled portions.

Add the following new claims:

39. (New) The system of claim 1, wherein said graphics application is configured to transmit graphical data defining a graphical object, wherein said graphical data rendered by said first graphics pipeline defines a portion of said object, and wherein said graphical data rendered by said second graphics pipeline defines another portion of said object.

40. (New) The system of claim 1, wherein said graphics application is configured to transmit a graphical command, wherein said graphical data received by said first graphics pipeline is based on said graphical command, and wherein said graphical data received by said second graphics pipeline is based on said graphical command.

41. (New) The system of claim 40, wherein said graphical command defines a graphical object, wherein said first graphics pipeline is configured to render a first portion of said graphical object, without rendering a second portion of said graphical object, based on said graphical data received by said first graphics pipeline.

42. (New) The system of claim 41, wherein said second graphics pipeline is configured to render said second portion of said graphical object, without rendering said first portion of said graphical object, based on said graphical data received by said second graphics pipeline.

43. (New) A graphical display system, comprising:

a first graphics pipeline;

a second graphics pipeline;

logic configured to receive graphical data defining a graphical object, the logic configured to control said first graphics pipeline such that said first graphics pipeline renders, based on said graphical data, a first portion of said graphical object without rendering a second portion of said graphical object, said logic further configured to control said second graphics pipeline such that said second graphics pipeline renders, based on said graphical data, said second portion of said graphical data without rendering said first portion; and
a compositor interfaced with said first and second graphics pipelines.

44. (New) The system of claim 43, further comprising a graphics application configured to produce said graphical data.

45. (New) The system of claim 43, wherein said graphical data is included in a graphical command transmitted by a graphics application, said graphical command defining said first and second portions.

46. (New) The system of claim 43, wherein said logic is configured to control said first graphics pipelines such that said first graphics pipeline discards said second portion.

47. (New) The system of claim 43, wherein said first graphics pipeline is configured to super-sample said first portion and said second graphics pipeline is configured to super-sample said second portion.

48. (New) A graphical display method, comprising:
receiving graphical data defining a graphical object;
controlling a first graphics pipeline such that said first graphics pipeline renders a first portion of said graphical object without rendering a second portion of said graphical object;
controlling a second graphics pipeline such that said second graphics pipeline renders said second portion without rendering said first portion;
compositing said first and second portions; and
displaying a graphical image of said object based on said compositing.

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49. (New) The method of claim 48, further comprising transmitting said graphical data from a graphics application.

50. (New) The method of claim 48, further comprising transmitting a graphical command that includes said graphical data, said graphical command defining said first and second portions.

51. (New) The method of claim 48, further comprising controlling said first graphics pipeline such that said first graphics pipeline discards said second portion.